

**AMERICAN
FOOTBALL**
GAME INSTRUCTIONS
MG - 308

AMERICAN FOOTBALL

CONTENTS

Page

INTRODUCTION	1
1. GAME OBJECTIVE	1
2. GETTING STARTED	1
a) Insert Cartridge	2
b) Hand Controllers	2
3. START TO PLAY	7
4. END OF GAME	11
5. SCORING	11
6. START NEW GAME	12
7. OPERATION FLOW DIAGRAM	13
8. APPENDIX	13

AMERICAN FOOTBALL

There has never been anything like this American Football game. You don't need to go out to the football stadium, when you can enjoy all the fun and excitement in your own home.



1. GAME OBJECTIVE

The aim of the game is to score more points than your opponent.

To score, the offending team has to out-manoeuvre the defending team in order to carry the ball over their baseline (a touch down) or kick the ball through their goal (field goal). However, to keep possession of the ball, the offending team must gain ten yards in four downs. If after four downs they have not gained ten yards, they lose possession of the ball and the opposing team then becomes the offending team. After a successful touch-down the teams also change roles, with the defending team becoming the offending team and vice versa.

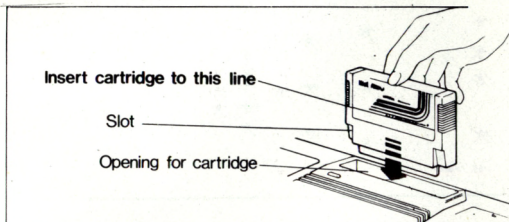
2. GETTING STARTED

Plug in the antenna cable and AC adaptor plug of the

Master Console in accordance with the instructions given in the Master Console Installation Manual.(MPT-03).

a) Insert Cartridge

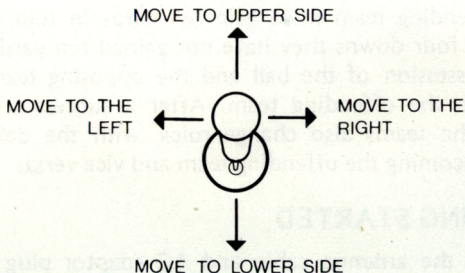
Slide the power switch of the Master Console to the OFF position. Hold the cartridge with the slots facing the player and insert into the cartridge opening.



Note: The Console should be switched OFF when inserting/removing the cartridge to avoid damage to the Master Console and the cartridge.

b) Hand Controllers

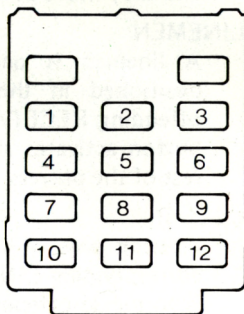
1) Direction of movement of all players is controlled by the joystick. (see diagram below)



II) Inlay plate layout and button functions for defending team

a) Inlay plate layout

- 1 LB4
- 2 ALL PLAYER
- 4 LB3
- 5 LINEMEN
- 7 LB2
- 8 LB6
- 10 LB1
- 11 LB5



○
LB1

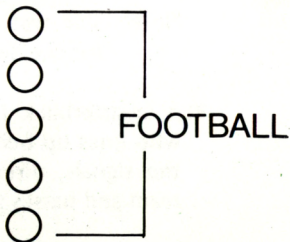
○
LB4

○
LB2

○
LB5

○
LB3

○
LB6



Corresponding locations of the defending team players

b) Button functions

ALL PLAYERS

Pressing this button activates all the players and they move as a group.

LINEMEN

A lineman is one of the football players positioned in the front line to block the offending RECEIVER/RUNNINGBACK. This button activates all five linemen but not the rest of the players.

LB (1-6)

Pressing any of these buttons activates the corresponding LINEBACKER. Their function is to tackle offending players making running places, and to intercept passes made by the offending quarterback*.

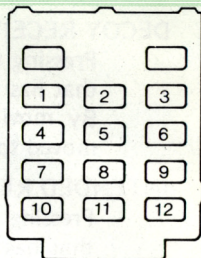
Note: The rest of the buttons are not used for the defending team.

*: A quarterback is the offending team player who lines up behind the centre lineman, calls the signals, directs the offensive play of his team and passes the ball.

III) Inlay plate layout and button functions for offending team.

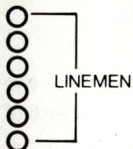
a) Inlay plate layout

- 1 KICK OFF OR PUNT
- 2 DECOY RECEIVER
- 3 UPPER RECEIVER
- 4 PASS BALL/BALL RELEASE
- 5 INTENDED RECEIVER
- 6 LOWER RECEIVER
- 7 SNAP BALL
- 8 PASS BLOCKING
- 9 UPPER RUNNING BACK
- 10 LINE UP
- 11 FIELD GOAL
- 12 LOWER RUNNING BACK



Corresponding locations of the offending team players

○ UPPER RECEIVER



○ LOWER RECEIVER

○
QUARTERBACK

○
UPPER
RUNNINGBACK

○
LOWER
RUNNINGBACK

b) Button function

UPPER AND LOWER RECEIVER

These buttons activate the players positioned at the upper and lower sides of the offensive field, whose main responsibility is to catch a forward pass made by the quarterback and run to the defence baseline.

UPPER AND LOWER RUNNINGBACK

Pressing these buttons activates the upper and lower players who line up several yards behind the quarterback. A RUNNINGBACK carries the ball (handed to him by the quarterback) and attempts to score by running to the opposing team's baseline.

DECOY RECEIVER

Pressing this button activates the RECEIVER that has not been selected to receive the ball. By moving the joystick, this player is then moved to deceive the opposing team.

INTENDED RECEIVER

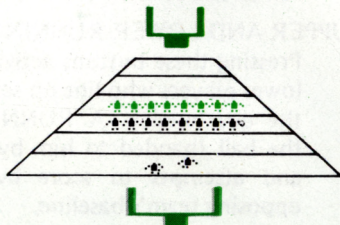
Pressing this button activates the RECEIVER that has been selected to receive the ball. By moving the joystick this RECEIVER can be moved up to a favourable position in order to receive a pass from the quarterback.

PASS BLOCKING

This button activates the linemen in the front row. Using the joystick to control their movements, these players can be moved as a group to block the defending players.

FIELD GOAL

This is a tactical button. By pressing this button an offending player can attempt to score by kicking the ball between the poles of the opposing team's goal. A view of the goal posts and the player lining up for the kick is displayed on the screen.



PUNT/KICK OFF

Press this button to kick the ball to your opponent's side to initiate each play.

This button can also be used to PUNT, i.e. to kick the ball forward instead of carrying it. If a PUNT manoeuvre is played, the offending team loses possession of the ball, and the defending team then becomes the offending team.

LINE UP

Pressing this button will line up the offensive players after a huddle.

SNAP BALL

Pressing this button activates the centre lineman who then snaps the ball to the quarterback.

PASS BALL/BALL RELEASE

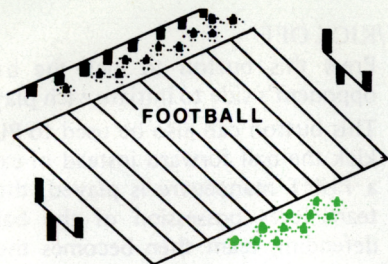
This button activates the quarterback to pass the ball to the RECEIVER as selected.

3. START TO PLAY

Place the Defence/Offence inlay plates onto the left/right hand controllers as appropriate. The home team (left hand controller) starts the game as the defending team.

Switch on Master Console

A football field and two teams of player (11 players in each team) appear on the TV screen.

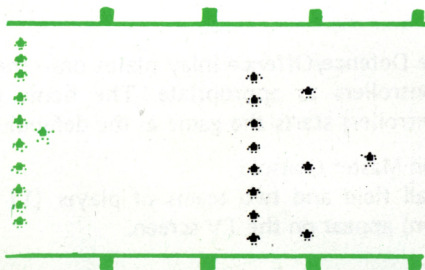


Press GAME START button

The National Anthem is played, after which the crowd roars and the players line up to prepare for kick-off.

KICK-OFF — Defence Manoeuvres

The home team initiates the game by pressing the KICK-OFF button on the keypad of the left hand controller. Move the joystick to activate and control the direction and movements of all players. The aim is to tackle the offending players who are trying to carry the ball over your baseline.

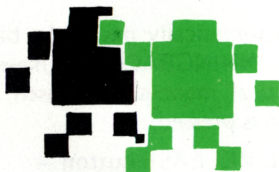


CATCH BALL AND RUN – Offence Manoeuvres

A RECEIVER at the back will automatically catch the ball after the kick-off. Manoeuvre the RECEIVER to avoid being tackled by defending players and move him towards the defence baseline by controlling the joystick.

TACKLE!!

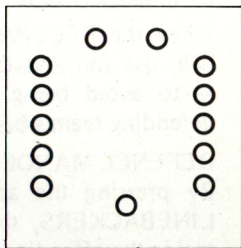
When a defending team's player comes into contact with the offending team's ball carrier, this is classed as a tackle and the whistle is blown.



OFFENCE MANOEUVRES – discussion of tactics

The offending team goes into a huddle to discuss tactics. Select one of the following tactics by pressing the appropriate button.

- a) pass to UPPER RECEIVER
- b) pass to LOWER RECEIVER
- c) hand to UPPER RUNNINGBACK
- d) hand to LOWER RUNNINGBACK
- e) attempt FIELD GOAL kick
- f) attempt to PUNT



HUDDLE FORMATION

ACTION!

Press LINE UP button –
to get into offending formation.

Press SNAP BALL button —
to initiate action

- a) For UPPER/LOWER RECEIVER to carry ball —
Press INTENDED RECEIVER button and use the joystick to move the selected RECEIVER to a favourable position to receive the ball, or
Press DECOY RECEIVER button and use the joystick to move the RECEIVER not selected, to deceive the defending team.
- b) For UPPER/LOWER RUNNINGBACK to carry ball —
The quarterback automatically passes the ball to the UPPER/LOWER RUNNINGBACK you have selected (if that is the tactical manoeuvre chosen after the SNAP BALL button is pressed).

Press PASS BALL/BALL RELEASE button —

The quarterback will pass the ball to the selected RECEIVER.

This step is not necessary if one of the RUNNERBACKS has been chosen to receive the ball, as the quarterback will automatically pass the ball.

When the RECEIVER/RUNNINGBACK has received the ball, use the joystick to control the player's movements — to avoid being tackled and to make a run for the defending team's baseline and score.

DEFENCE MANOEUVRES

By pressing the appropriate button select any of the LINEBACKERS, the LINEMEN or the whole team to tackle the offending team's RECEIVER/RUNNINGBACK. Use the joystick to control the particular player's direction and movement.

4. END OF GAME

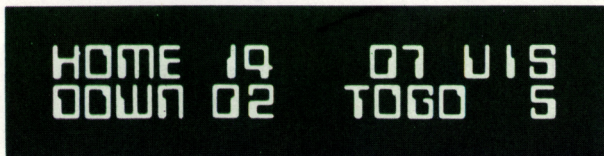
The game is over when 15 minutes playing time has elapsed.

A clock showing the time remaining in the game is continuously displayed at the bottom of the TV screen.



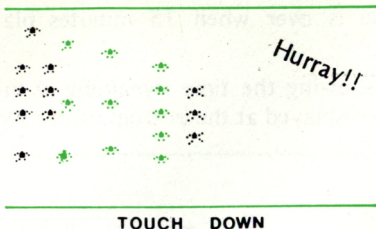
5. SCORING

The scores of both teams, the number of downs played and the number of yards to go are continuously displayed on the top of the TV screen, as illustrated in the diagram below.



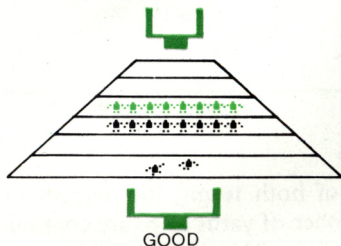
TOUCHDOWN –
getting the ball to the defence baseline

Points
7



FIELD GOAL –
kicking the ball through the defence goal posts

3



SAFETY –

2

When the offending team's ball carrier is tackled behind his own baseline the defending team is awarded 2 points.

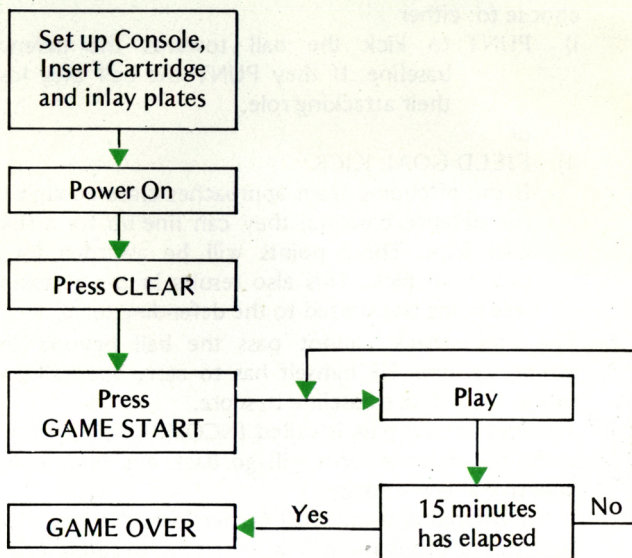
TOTAL SCORE = sum of points gained in each act

The one with the highest score wins the game.

6. START NEW GAME

Press **CLEAR** then **GAME START** button to start new game.

7. OPERATING FLOW DIAGRAM



8. APPENDIX – GUIDE TO GAME AND OTHER RULES

OFFENCE MANOEUVRES

- The offending team has four attempts to carry or pass the ball forward 10 yards.
- The four attempts to gain yardage within the ten-yard range are called first, second, third and fourth downs respectively.
- If the offending team has failed to gain 10 yards at the end of the fourth down, it loses its turn to attack.

- At the end of the third down, the offending team can choose to: either
 - i) PUNT: to kick the ball towards the defence baseline. If they PUNT the ball they lose their attacking role.
 - or
 - ii) FIELD GOAL KICK:
If the offending team approaches close enough to the defence baseline, they can line up for a field goal kick. Three points will be awarded for a successful kick. This also results in the attacking role being transferred to the defending team.
- The quarterback cannot pass the ball beyond the scrimmage line. He himself has to carry the ball and run to the defence baseline to score.
- An unsuccessful pass is called INCOMPLETE. In this event the defence team will go back and huddle and conceive a new strategy.
- If the offending team's ball carrier loses the ball while running, or drops the ball when trying to catch it, it is called a FUMBLE, and the offending team forfeits its attacking role.

DEFENCE MANOEUVRES

- An INTERCEPT move can be made by placing a player between the offending team's quarterback and RECEIVER. If this occurs the offending team loses the attacking role.
- Two points are awarded to the defending team when the offending team's ball carrier is tackled beyond his own baseline.